

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of	:	
	:	
RICHARD MCNALLY et al.	:	Group Art Unit: 3713
	:	
Serial No.: 09/162,402	:	Examiner: Nguyen, B.
	:	
Filed: September 28, 1998	:	Confirmation No. 8813
	:	
Mark: METHOD AND APPARATUS	:	
FOR ILLUSTRATING U.S.-	:	
STYLE FOOTBALL GAMES	:	

DECLARATION UNDER 37 C.F.R. 1.131

Honorable Commissioner of Patents
and Trademarks
P.O. Box 1450
Alexandria, Virginia 22313-1450

Dear Sir:

WE, Richard McNally, Peter J. McNally and George Driscoll, are the named inventors in the above-identified application.

We conceived and made the invention in this country prior to September 1, 1997.

A record of our invention is attached herewith. The redacted portion is a date prior to September 1, 1997.

We hereby declare that all statements made herein of our own knowledge are true and that all statements made on information and belief are believed to be true; and further that the statements were made with the knowledge that willful false statements and the

like so made are punishable by fine or imprisonment, or both under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Respectfully submitted,

✓
Date

✓
Richard McNally

✓
Date

✓
Peter J. McNally

✓ 13 Nov, 2003
Date

✓ George Driscoll
George Driscoll

Game at a Glance™

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Patriots 22, Jaguars 7 at Halftime

Foxborough Stadium

Patriots' End Zone

6,7

0

10

20

30

40

50

60

70

80

90

100

110

120

130

140

150

160

170

180

190

200

210

220

230

240

250

260

270

280

290

300

310

320

330

340

350

360

370

380

390

400

410

420

430

440

450

460

470

480

490

500

Jaguars' End Zone

How Game at a Glance™ Works

A run is indicated by a solid line segment, a pass or kick by a dashed line segment, a penalty by a dotted line segment. The number at the midpoint or end of a line segment representing an individual play is that of the player who ran with the ball, caught it on the fly, kicked it, or punted it.

All plays are represented as if they had been executed in a straight line. The beginning and end points of the vast majority of plays are indicated by a short hatch mark across, or an angle in, the "drive line" of which they are components. A "drive line" represents the entirety of a given possession and is formed by the end-to-end consolidation of all the line segments of which it is constituted, as above. Other symbols signaling the beginning or end of a play include those for an initial spot, a first down, or a score.

To facilitate comparison of each team's drive lines over the course of the game (1) the direction in which each team advances remains the same from the beginning of the game to the end, and (2) the majority of plays are represented as if they had been executed in a straight line forward or backward.

Line segments drawn on a diagonal appear so only to prevent overlapping. Incomplete passes and plays that neither gain nor lose yardage are represented by a short line segment perpendicular to the drive line.

All passes are thrown by starting quarterbacks unless indicated otherwise. When a player other than the starting quarterback throws a pass, the thrower's number is indicated at or near the midpoint of the line segment representing the play, followed by the receiver's and separated from it by a hyphen. Penalties declined and receivers who drop passes are not indicated in most cases. Yardage of all plays is approximate. Flight of the ball on kickoffs, punts, missed field goals not shown. Return of kickoffs and punts depicted by a solid line.

touchdown nullified by penalty

field goal nullified by penalty

extra point nullified by penalty

blocked punt

fumble

fair catch

interception

kick

missed field goal

punt

recovery of fumble

sack

initial spot

first down

run

pass or kick

penalty

touchdown

field goal

extra point (1)

extra points (2)

Patriots

Backs, Receivers, Standouts

No	Name	Pos
4	Vinaderi	K
11	Blacksoe	QB*
19	Tupa	P/QB
22	McGgett	RB
23	Martin	RB
32	Clay	FS
33	Cash	FB
35	Grier	FB
36	Milloy	SS
41	Byars	FB
68	Lane	T
78	Armstrong	T
80	Brown	WR
84	Jefferson	WR
87	Coates	TE
88	Glenn	WR
95	Sabb	LB

*Start

Head Coach—Parcells

Jaguars

Backs, Receivers, Standouts

No	Name	Pos
8	Brunell	QB*
33	Stewart	RB
81	Rison	WR
87	McCardell	WR
88	Hallcott	TE

*Start

Head Coach—Coughlin

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like so made are punishable by fine or imprisonment, or both under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Respectfully submitted,

X

Date

X 11/13/03

Date

X

Date

X

Richard McNally

X *Peter J. McNally*

Peter J McNally

X

George Driscoll

Game at a Glance™

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Patriots 22, Jaguars 7 at Halftime

Foxborough Stadium

Patriots' End Zone

6, 7

10

20

30

40

50

60

70

80

90

100

110

120

130

140

150

160

170

180

190

200

210

220

230

240

250

260

270

280

290

300

310

320

330

340

350

360

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1000

1100

1200

1300

1400

1500

1600

1700

1800

1900

2000

2100

2200

2300

2400

2500

2600

2700

2800

2900

3000

3100

3200

3300

3400

3500

3600

3700

3800

3900

4000

4100

4200

4300

4400

4500

Jaguars' End Zone

How Game at a Glance™ Works
A run is indicated by a solid line segment, a pass or kick by a dashed line segment, a penalty by a dotted line segment. The number at the midpoint or end of a line segment representing an individual play is that of the player who ran with the ball, caught it on the fly, kicked it, or punted it.

All plays are represented as if they had been executed in a straight line. The beginning and end points of the vast majority of plays are indicated by a short hatch mark across, or an angle in, the "drive line" of which they are components. A "drive line" represents the entirety of a given possession and is formed by the end-to-end consolidation of all the line segments of which it is constituted, as above. Other symbols signaling the beginning or end of a play include those for an initial spot, a first down, or a score.

To facilitate comparison of each team's drive lines over the course of the game (1) the direction in which each team advances remains the same from the beginning of the game to the end, and (2) the majority of plays are represented as if they had been executed in a straight line forward or backward.

Line segments drawn on a diagonal appear so only to prevent overlapping. Incomplete passes and plays that neither gain nor lose yardage are represented by a short line segment perpendicular to the drive line.

All passes are thrown by starting quarterbacks unless indicated otherwise. When a player other than the starting quarterback throws a pass, the thrower's number is indicated at or near the midpoint of the line segment representing the play, followed by the receiver's and separated from it by a hyphen. Penalties declined and receivers who drop passes are not indicated in most cases. Yardage of all plays is approximate. Flight of the ball on kickoffs, punts, missed field goals not shown. Return of kickoffs and punts depicted by a solid line.

touchdown nullified by penalty

field goal nullified by penalty

extra point nullified by penalty

blocked punt

fumble

fair catch

interception

kick

missed field goal

punt

recovery of fumble

sack

initial spot

first down

run

pass or kick

penalty

touchdown

field goal

extra point (1)

extra points (2)

initial spot

first down

run

pass or kick

penalty

touchdown

field goal

extra point (1)

extra points (2)

initial spot

first down

run

pass or kick

penalty

touchdown

field goal

extra point (1)

extra points (2)

initial spot

first down

run

pass or kick

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touchdown

field goal

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pass or kick

penalty

touchdown

field goal

extra point (1)

extra points (2)

initial spot

first down

run

pass or kick

penalty

touchdown

field goal

extra point (1)

extra points (2)

initial spot

first down

run

pass or kick

Nov-12-03 03:51P Shlesinger Arkwright & Ga

P.03

Case 7130

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Nov-12-03 03:51P Shlesinger Arkwright & Ga

Serial No. 09/162,402

-2-

like so made are punishable by fine or imprisonment, or both under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Respectfully submitted,

✓ November 6, 2003
Date

✓ Richard McNally
Richard McNally

✓
Date

✓
Peter J. McNally

✓
Date

✓
George Driscoll

Nov-12-03 03:52P Shlesinger Arkwright & Ga

Game at a Glance™

Unpublished work Copyright © by Richard McNulty. All rights reserved.

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Patriots 22, Jaguars 7 at Halftime

Foxborough Stadium

Patriots' End Zone

6,7

punt back

22 yards

18, 19

22

Jaguars' End Zone

How Game at a Glance™ Works

A run is indicated by a solid line segment, a pass or kick by a dashed line segment, a penalty by a dotted line segment. The number at the endpoint of a line segment representing an individual play is that of the player who ran with the ball, caught it on the fly, kicked it, or punted it.

All plays are represented as if they had been executed in a straight line. The beginning and end points of the route of a play are indicated by a short hatch mark across, or an angle in, the "drive line" of which they are components. A "drive line" represents the continuity of a given position on and off the field. The end-to-end continuation of all the line segments of which it is composed, as above. Other symbols signaling the beginning or end of a play include those for an end of play, a first down, or a score.

To facilitate comparison of each team's drive lines over the course of the game (1) the direction in which each team advances remains the same from the beginning of the game to the end, and (2) the majority of plays are represented as if they had been executed in a straight line forward or backward.

Line segments drawn on a diagonal appear only to prevent overlapping. Incomplete yards and plays that neither gain nor lose yardage are represented by a short line segment perpendicular to the drive line.

All passes are shown by starting quarterbacks unless indicated otherwise. When a player other than the starting quarterback throws a pass, the thrower's number is indicated at or near the midpoint of the line segment representing the play, followed by the receiver's number separated from it by a hyphen. Penalties declined and receivers who drop passes are not indicated in most cases. Yardage of all plays is approximate. Flight of the ball on kicks, punts, missed field goals not shown. Return of kicks and punts depicted by a solid line.

initial spot	touchdown nullified by penalty
first down	field goal nullified by penalty
run	extra point nullified by penalty
pass or kick	blocked punt
penalty	fumble
touchdown	fair catch
field goal	interception
extra point (1)	kick
extra point (2)	missed field goal
	punt
	recovery of fumble
	sack